

What is claimed is:

Sub B1 > 1. A method for directing a computing device to conduct a game of chance, the  
Add B2 > 4 method comprising the steps of:  
5 generating a subject game element having a first class;  
6 displaying the subject game element, thereby displaying an indicia of the first  
7 class;  
8 assigning a second class to the subject game element; and  
9 displaying the subject game element, thereby displaying an indicia of the second  
10 class.

1 2. The method of claim 1 wherein the subject game element represents a standard  
2 playing card.

1 3. The method of claim 2 wherein the first class includes a first rank and the second  
2 class includes a second rank.

1 4. The method of claim 2 wherein the first class includes a first suit and the second  
2 class includes a second suit.

1 5. The method of claim 1 further including the steps of:  
2 receiving a placement signal; and  
3 displaying the subject game element at a first location in accordance with the  
4 placement signal.

1 6. The method of claim 5 wherein a pre-displayed game element is assigned to the  
2 first location, the step of displaying the subject game element at a first location including  
3 the steps of:  
4 assigning the subject game element to the first location;  
5 displaying the subject game element at the first location, thereby overwriting the  
6 pre-displayed game element.

1 7. The method of claim 5 wherein the placement signal represents a selection of a  
2 first game set from among a plurality of game sets, the first game set including at least  
3 the first location.

1 8. The method of claim 7 further including the steps of:  
2 determining a display duration of the subject game element;  
3 erasing the subject game element from the first location;  
4 identifying a second game set having a corresponding second location;  
5 assigning the subject game element to the second location; and

6 displaying the subject game element at the second location upon expiration of the  
7 display duration.

1 9. The method of claim 7 including the step of  
2 receiving an evaluation signal specifying a game set; and  
3 evaluating an outcome of the specified game set.

1 10. The method of claim 9 wherein a null game element is associated with at least one  
2 game element location corresponding to the specified game set.

1 11. The method of claim 1 further comprising the step of receiving a request signal  
2 representing a request to display the subject game element.

1 12. The method of claim 1 further comprising the step of randomly generating a  
2 request signal representing a request to generate the subject game element.

1 13. The method of claim 12 wherein the step of randomly generating a request signal  
2 includes  
3 generating a random slot result; and  
4 generating the request signal based on the slot result.

1 14. The method of claim 13 wherein the step of determining a first class is based on  
2 the slot result.

1 15. The method of claim 1 further including the steps of:  
2 determining a maximum display duration corresponding to the subject game  
3 element, the maximum display duration representing an amount of time that the subject  
4 game element may be displayed with the corresponding first class;  
5 determining an elapsed display duration corresponding to the subject game  
6 element, the elapsed display duration representing an amount of time that the subject  
7 game element has been displayed with the corresponding first class;  
8 determining whether the elapsed display duration is within a predetermined range  
9 of the maximum display duration; and  
10 if the elapsed display duration is within the predetermined range of the maximum  
11 display duration, displaying an indicia representing forthcoming expiration of the first  
12 class corresponding to the subject game element.

1 16. A method for directing a computing device to conduct a game of chance, the  
2 method comprising the steps of:  
3 generating a plurality of game elements, each game element having a  
4 corresponding class;  
5 displaying each of the plurality of game elements, thereby displaying an indicia of  
6 each of the corresponding class;  
7 receiving a selection signal representing a selection of a subject game element  
8 from among the plurality of displayed game elements;  
9 assigning a second class to the subject game element; and

10 displaying the subject game element, thereby displaying an indicia of the second  
11 class.

1 17. A method for directing a computing device to conduct a game of chance, the  
2 method comprising the steps of:

3 generating a game element having a first class;

4 displaying the game element, thereby displaying an indicia of the first class;

5 determining a display duration of the game element; and

6 erasing said game element upon expiration of said display duration.

1 18. A method for directing a computing device to conduct a game of chance, the  
2 method comprising the steps of:

3 receiving a game element request signal;

4 generating a game element having a first class;

5 displaying the game element, thereby displaying an indicia of the first class;

6 receiving a placement signal;

7 displaying said game element at a location in accordance with said placement  
8 signal;

9 assigning a second class to the game element; and

10 displaying the game element, thereby displaying an indicia of the second class.

1 19. A computing device for conducting a game of chance, the device including:

2 a memory; and

3 a processor operatively connected to the memory;

4 the memory for storing:

5 game element data corresponding to a subject game element, the game  
6 element data including a class identifier representing a class of the subject game element,  
7 and

8 a program for controlling the processor; and

9 the processor operative with the program to perform the steps of:

10 generating and storing the game element data representing the subject  
11 game element having a first class,

12 displaying the subject game element, thereby displaying an indicia of the  
13 first class,

14 generating and storing the class identifier, thereby assigning a second class  
15 to the subject game element, and

16 displaying the subject game element, thereby displaying an indicia of the  
17 second class.

1 20. The computing device of claim 19 wherein the processor is further operative with

2 the program to perform the steps of:

3 receiving a placement signal; and

4 displaying the subject game element at a first location in accordance with the  
5 placement signal.

1 21. The computing device of claim 20 wherein the placement signal represents a  
2 selection of a first game set from among a plurality of game sets, the first game set  
3 including at least the first location.

1 22. The computing device of claim 21 wherein the processor is further operative with  
2 the program to perform the steps of:  
3 determining a display duration of the subject game element;  
4 erasing the subject game element from the first location;  
5 identifying a second game set having a corresponding second location;  
6 assigning the subject game element to the second location; and  
7 displaying the subject game element at the second location upon expiration of the  
8 display duration.

1 23. The computing device of claim 21 wherein the processor is further operative with  
2 the program to perform the steps of:  
3 receiving an evaluation signal specifying a game set; and  
4 evaluating an outcome of the specified game set.

1 24. The computing device of claim 19 wherein the processor is operative with the  
2 program to perform the step of receiving a request signal representing a request to display  
3 said subject game element.

1 25. The computing device of claim 19 wherein the processor is further operative with  
2 the program to perform the step of randomly generating a request signal representing a  
3 request to generate the subject game element.

1 26. The computing device of claim 19 wherein the processor is further operative with  
2 the program to perform the steps of:

3 determining a maximum display duration corresponding to the subject game  
4 element, the maximum display duration representing an amount of time that the subject  
5 game element may be displayed with the corresponding first class;

6 determining an elapsed display duration corresponding to the subject game  
7 element, the elapsed display duration representing an amount of time that the subject  
8 game element has been displayed with the corresponding first class;

9 determining whether the elapsed display duration is within a predetermined range  
10 of the maximum display duration; and

11 displaying an indicia representing forthcoming expiration of the first class  
12 corresponding to the subject game element if the elapsed display duration is determined  
13 to be within the predetermined range of the maximum display duration.

1 27. A computing device for conducting a game of chance, the device including:  
2 a memory; and  
3 a processor operatively connected to the memory;  
4 the memory for storing:



5 game element data corresponding to each of a plurality of game elements,  
6 the game element data including a class identifier representing a corresponding class of  
7 the game element, and

8 a program for controlling the processor; and  
9 the processor operative with the program to perform the steps of:

10 generating and storing the game element data for each of the plurality of  
11 game elements having a corresponding class;

12 displaying each of the plurality of game elements, including an indicia of  
13 each of the corresponding class;

14 receiving a selection signal representing a selection of a subject game  
15 element from among the plurality of displayed game elements;

16 generating and storing the class identifier corresponding to the subject  
17 game element, thereby assigning a second class to the subject game element, and  
18 displaying the subject game element, thereby displaying an indicia of the  
19 second class.

1 28. A computing device for conducting a game of chance, the device including:  
2 a memory; and  
3 a processor operatively connected to the memory;  
4 the memory for storing:

5 game element data corresponding to a game element, the game element  
6 data including a class identifier representing a class of the game element; and  
7 a program for controlling the processor; and

the processor operative with the program to perform the steps of:

generating and storing the game element data representing the game element having a first class;

displaying the game element, thereby displaying an indicia of the first class;

determining a display duration of the game element; and

erasing said game element upon expiration of said display duration.

29. A computing device for conducting a game of chance, the device including:

a memory; and

a processor operatively connected to the memory;

the memory for storing:

game element data corresponding to a game element, the game element data including a class identifier representing a class of the game element; and

a program for controlling the processor; and

the processor operative with the program to perform the steps of:

receiving a game element request signal;

generating and storing the game element data representing the game element having a first class;

displaying the game element, thereby displaying an indicia of the first class;

receiving a placement signal;

15 displaying said game element at a location in accordance with said  
16 placement signal;  
17 generating and storing the class identifier, thereby assigning a second class  
18 to the game element, and  
19 displaying the game element, thereby displaying an indicia of the second  
20 class.

1 30. A computing device for conducting a game of chance, the device comprising:  
2 means for generating a subject game element having a first class;  
3 means for displaying the subject game element, thereby displaying an indicia of  
4 the first class;  
5 means for assigning a second class to the subject game element; and  
6 means for displaying the subject game element, thereby displaying an indicia of  
7 the second class.

1 31. A computing device for conducting a game of chance, the device comprising:  
2 means for generating a plurality of game elements, each game element having a  
3 corresponding class;  
4 means for displaying each of the plurality of game elements, thereby displaying  
5 an indicia of each of the corresponding class;  
6 means for receiving a selection signal representing a selection of a subject game  
7 element from among the plurality of displayed game elements;  
8 means for assigning a second class to the subject game element; and

9 means for displaying the subject game element, thereby displaying an indicia of  
10 the second class.

1 32. A computing device for conducting a game of chance, the device comprising:  
2 means for generating a game element having a first class;  
3 means for displaying the game element, thereby displaying an indicia of the first  
4 class;  
5 means for determining a display duration of the game element; and  
6 means for erasing said game element upon expiration of said display duration.

1 33. A computing device for conducting a game of chance, the device comprising:  
2 means for receiving a game request signal;  
3 means for generating a game element having a first class;  
4 means for displaying the game element, thereby displaying an indicia of the first  
5 class;  
6 means for receiving a placement signal;  
7 means for displaying the game element at a location in accordance with the  
8 placement signal;  
9 means for assigning a second class to the game element; and  
10 means for displaying the game element, thereby displaying an indicia of the  
11 second class.

1 34. A computer-readable storage medium encoded with processing instructions for  
2 conducting a game of chance, the processing instructions for directing a computer to  
3 perform the steps of:  
4 generating a subject game element having a first class;  
5 displaying the subject game element, thereby displaying an indicia of the first  
6 class;  
7 assigning a second class to the subject game element; and  
8 displaying the subject game element, thereby displaying an indicia of the second  
9 class.

1 35. A computer-readable storage medium encoded with processing instructions for  
2 conducting a game of chance, the processing instructions for directing a computer to  
3 perform the steps of:  
4 receiving a game element request signal;  
5 generating a game element having a first class;  
6 displaying the game element, thereby displaying an indicia of the first class;  
7 receiving a placement signal;  
8 displaying said game element at a location in accordance with said placement  
9 signal;  
10 assigning a second class to the game element; and  
11 displaying the game element, thereby displaying an indicia of the second class.

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